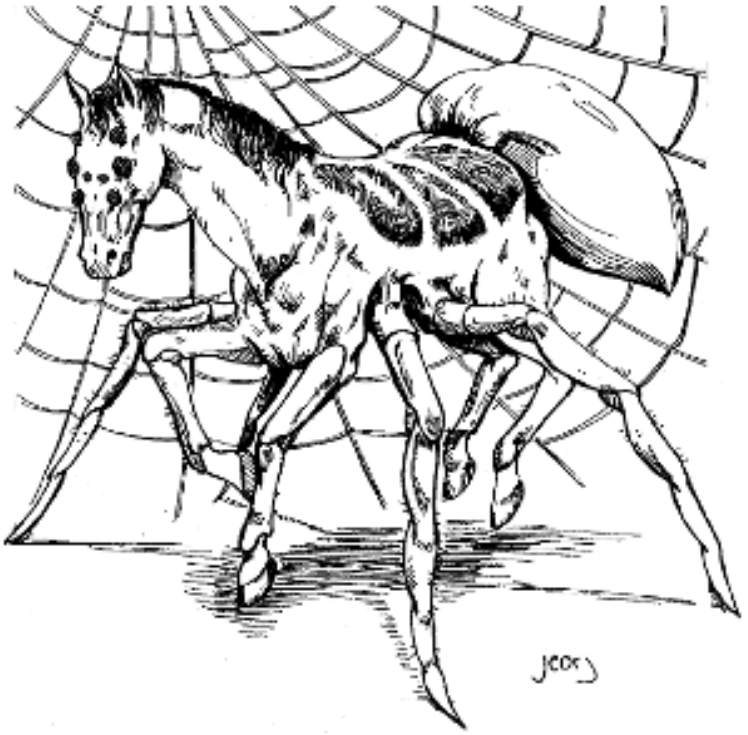

SPIDER HORSE

A monstrosity of arachnid and equine persuasion

Habitat: Mountains **Treasure:** Any

As their name suggests, the spider horse is a magical crossbreed of a riding horse and a giant spider. Their bodies are primarily horse-like, with four of their eight legs being traditional horse legs with hooves, while the other four are long and spindly like an arachnid. They do of course have a spider-like abdomen, complete with spinnerets, and eight insectile eyes atop their equine head.

SPIDER HORSE

Unsurprisingly, the first spider horses to ever be created were formed by a gifted wizard asking the question “can I make a new animal hybrid” and forgoing the “should I” conversation that immediately follows. Originally intended to serve as riding mounts in mountainous and rough terrain, the fact that standard horses are often made skittish by their presence has only further endeared them to their owners, causing many spider horses to be seen as pets more so than simple mounts.

BROOD-MARE

The first of their kind were rendered sterile and unable to reproduce by the magic that created them, however, given enough time, tinkering, and magical interference, life finds a way. Brood-mares are the final form of a spider horse, fully capable of reproduction in a manner similar to the arachnids with which they share some of their heritage. The resulting offspring are "herds" of tiny spider horses which eventually grow into fully fledged members of their species.

SWARM OF SPIDER HORSES

The only saving grace afforded to those unfortunate enough to be swarmed by a brood of newly hatched spider horses is the fact that their species is not carnivorous. While they can bite and cause pain to any creature they see as a threat, like their older kin, the tiny monstrosities are entirely herbivorous when it comes to their nutritional needs. That doesn't mean they aren't feared by arachnophobes and equinophobes alike.

Spider Horse

Large Monstrosity, Neutral

AC 14 **Initiative** +3 (13)
Hit Points 32 (5d10 + 5)
Speed 60 ft., Climb 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 16	+3	+3	**DEX** 16	+3	+3	**CON** 12	+1	+1
INT 4	-3	-3	**WIS** 12	+1	+1	**CHA** 6	-2	- 2

Skills Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages None
Challenge 1 (XP 200; PB +2)

Traits

Spider Climb. The spider horse can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider horse ignores movement restrictions caused by webs, and the spider horse knows the location of any other creature in contact with the same web.

Actions

Multiattack. The spider horse uses its web if available and attacks once with its bite and once with its hooves.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6)Poison damage.

Hooves. *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage.

Web (Recharge 5–6). *Dexterity Saving Throw:* DC 13, one creature the spider horse can see within 60 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

Bonus Actions

Reel In. A creature of the spider horse's choosing that is restrained by its Web ability and within 60 feet of the spider horse is pulled up to 30 feet towards the spider horse.

Spider Horse Brood-Mare

Huge Monstrosity, Neutral

AC 15 **Initiative** +4 (14)
Hit Points 95 (10d12 + 30)
Speed 60 ft., Climb 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	**DEX** 18	+4	+6	**CON** 16	+3	+3
INT 5	-3	-3	**WIS** 16	+3	+5	**CHA** 7	-2	- 2

Skills Perception +6
Senses Darkvision 60 ft., Tremorsense 30 ft., Passive Perception 13
Languages None
Challenge 4 (XP 1,100; PB +2)

Traits

Spider Climb. The spider horse can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider horse ignores movement restrictions caused by webs, and the spider horse knows the location of any other creature in contact with the same web.

Actions

Multiattack. The spider horse uses its web if available and attacks once with its bite and once with its hooves.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) Piercing damage plus 14 (4d6)Poison damage.

Hooves. *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage.

Web (Recharge 5–6). *Dexterity Saving Throw:* DC 14, one creature the spider horse can see within 60 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

Bonus Actions

Reel In. A creature of the spider horse's choosing that is restrained by its Web ability and within 60 feet of the spider horse is pulled up to 30 feet towards the spider horse.

Reactions

Swarming Brood (3/Day). *Trigger*: The spider horse takes damage from a melee attack. *Response*: A swarm of spider horses appears in the attacking creature's space and immediately makes a *Bites* attack.

Swarm of Spider Horses

Medium swarm of tiny Monstrosities, Neutral

AC 12 **Initiative** +2 (12)
Hit Points 22 (5d8 + 0)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 4	-3	-3	**DEX** 14	+2	+2	**CON** 10	+0	+0
INT 3	-4	-4	**WIS** 8	-1	-1	**CHA** 1	-5	-5

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Paralyzed, Petrified, Prone, Restrained, Stunned
Skills Perception +3
Senses Darkvision 30 ft., Passive Perception 13
Languages None
Challenge 1/2 (XP 100; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The swarm ignores movement restrictions caused by webs, and the spider horse knows the location of any other creature in contact with the same web.

Actions

Bites (swarm has more than half HP). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage.

Bites (swarm has half HP or less). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage.

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